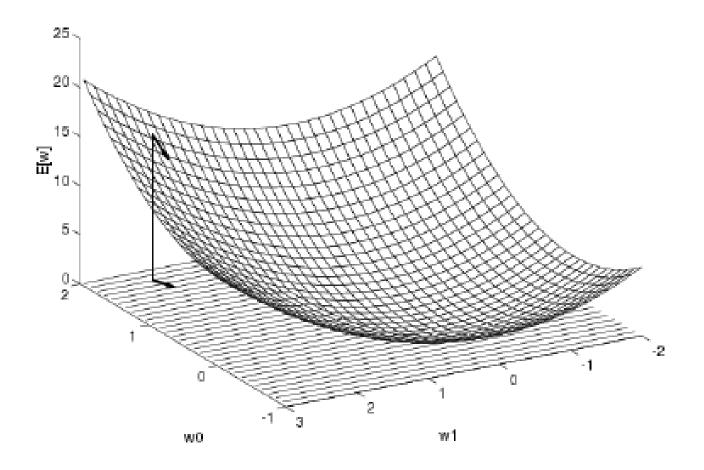
Machine Learning

CSE 343/543

Lecture 4

Maximum Likelihood and Linear Models for Regression



Gradient vector points to the direction of fastest increase of the function; So we take the –ve gradient to move in the direction of steepest descent.

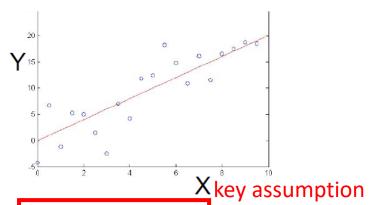
Regression

Wish to learn f:X \rightarrow Y, where Y is real, given $\{<x^1,y^1>...<x^n,y^n>\}$

Approach:

- 1. choose some parameterized form for P(Y|X;w) (w is the vector of parameters)
- 2. derive learning algorithm as MLE or MAP estimate for w

1. Choose parameterized form for P(Y|X; θ)



Assume Y is some deterministic f(X) plus random noise

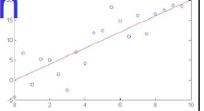
$$y = f(x) + \epsilon$$
 where $\epsilon \sim N(0, \sigma^2)$

Therefore Y is a random variable that follows the distribution

$$p(y|x) = N(f(x), \sigma^2)$$

and the expected value of y for any given x is $E_{p(x,y)}[y]=f(x)$

$$p(y|x) = N(f(x), \sigma^2)$$



E.g., assume f(x) is linear function

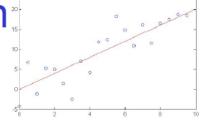
$$f(x) = w_0 + \sum_i w_i x_i$$
$$p(y|x) = N(w_0 + \sum_i w_i x_i, \sigma^2)$$
$$E_{p(x,y)}[y|x] = w_0 + \sum_i w_i x_i$$

Notation: to make our parameters explicit, let's write

$$W=< w_0, w_1 \dots w_n > \ p(y|x;W) = N(w_0 + \sum_i w_i x_i, \sigma^2)$$

Training Linear Regression:

$$p(y|x;W) = N(w_0 + w_1x_1\sigma^2)$$



How can we learn W from the training data?

Learn Maximum Conditional Likelihood Estimate!

$$W_{MCLE} = \arg \max_{W} \prod_{l} p(y^{l}|x^{l}, W)$$
 $W_{MCLE} = \arg \max_{W} \sum_{l} \ln p(y^{l}|x^{l}, W)$

where

$$p(y|x;W) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2}(\frac{y-f(x;W)}{\sigma})^2}$$

Training and Regression

Learn Maximum Conditional Likelihood Estimate

$$W_{MCLE}=rg\max_{W}\sum_{l}\ln p(y^l|x^l,W)$$
 where $p(y|x;W)=rac{1}{\sqrt{2\pi\sigma^2}}~e^{-rac{1}{2}(rac{y-f(x;W)}{\sigma})^2}$

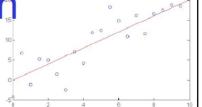
$$e^{-\frac{1}{2}(\frac{y-f(x;W)}{\sigma})^2}$$

$$\sum_{l} \ln p(y^l|x^l; W) =$$

so:
$$W_{MCLE} = \arg\max_{W} \sum_{l} -(y^l - f(x^l; W))^2$$

$$= \arg\min_{W} \sum_{l} (y^l - f(x^l; W))^2$$

$$p(y|x) = N(f(x), \sigma^2)$$



E.g., assume f(x) is linear function of x

$$f(x) = w_0 + \sum_i w_i x_i$$
 $p(y|x) = N(w_0 + \sum_i w_i x_i, \sigma^2)$

Can we derive gradient descent rule for training?

$$\frac{\partial \sum_{l} (y - f(x; W))^{2}}{\partial w_{i}} = \sum_{l} 2(y - f(x; W)) \frac{\partial (y - f(x; W))}{\partial w_{i}}$$

$$p(y|x) = N(f(x), \sigma^2)$$

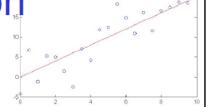
E.g., assume f(x) is linear function of x Can we derive gradient descent rule for training?

$$\frac{\partial \sum_{l} (y - f(x; W))^{2}}{\partial w_{i}} = \sum_{l} 2(y - f(x; W)) \frac{\partial (y - f(x; W))}{\partial w_{i}}$$
$$= \sum_{l} -2(y - f(x; W)) \frac{\partial f(x; W)}{\partial w_{i}}$$

And if
$$f(x) = w_0 + \sum_i w_i x_i$$
 ...

Gradient descent rule:
$$w_i \leftarrow w_i + \eta \sum_l (y^l - f(x^l; W)) \ x_i^l$$

$$p(y|x) = N(f(x),\sigma^2)$$



E.g., assume f(x) is linear function of $|\phi_i(x)|$

$$f(x) = \sum w_i \phi_i(x)$$

$$f(x) = \sum_{i} w_i \phi_i(x)$$
 $p(y|x) = N\left(\sum_{i} w_i \phi_i(x), \sigma^2\right)$

$$w_i \leftarrow w_i + \eta \sum_l (y^l - f(x^l; W)) \phi_i(x^l)$$

How about MAP instead of MLE estimate?

Let's assume Gaussian prior: each $w_i \sim N(0, \sigma^2)$

$$p(w_i) = \frac{1}{Z} \exp\left(-\frac{(w_i - 0)^2}{2\sigma^2}\right)$$

Then MAP estimate is

$$W = \arg\max_{W} -\frac{1}{2\sigma^2} \sum_{w_i \in W} w_i^2 + \sum_{l \in training \ data} \ln P(Y^l | X^l; W)$$

$$= \arg\min_{W} \ \frac{1}{2\sigma^2} \sum_{w_i \in W} w_i^2 + \sum_{l \in training \ data} (y^l - f(x^l; W))^2$$

Gradient descent:

$$w_i \leftarrow w_i - \lambda w_i + \eta \sum_l (y^l - f(x^l; W)) x_i^l$$

Regression – What you should know

Under general assumption $p(y|x;W) = N(f(x;W),\sigma)$

- 1. MLE corresponds to minimizing Sum of Squared prediction Errors
- 2. MAP estimate minimizes SSE plus sum of squared weights
- 3. Again, learning is an optimization problem once we choose our objective function
 - maximize data likelihood
 - maximize posterior probability, P(W | data)
- 4. Again, we can use gradient descent as a general learning algorithm
 - as long as our objective fn is differentiable wrt W
- 5. Nothing we said here required that f(x) be linear in x -- just linear in W
- 6. Gradient descent is just one algorithm linear algebra solutions too

Important to remember!!

Regularization in Linear Regression

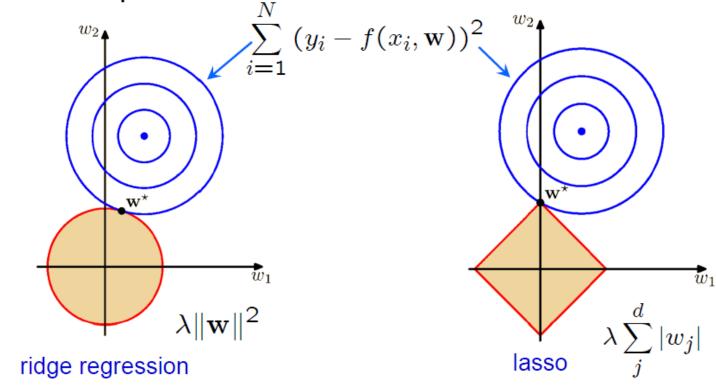
$$m{w}^* = rg \max_{m{w}} \sum_{\ell} \left(y^\ell - f(m{x}^\ell, m{w}) \right)^2 + \lambda ||m{w}||_2^2$$

$$L(y, f(m{x}, m{w})) \qquad R(m{w})$$
Loss function regularization

- Regularization
 - Least squares regression R(w) = 0
 - Ridge regression $R(\boldsymbol{w}) = ||\boldsymbol{w}||_2^2$
 - Least Absolute Shrinkage and Selection (LASSO) $R(oldsymbol{w}) = ||oldsymbol{w}||_1$
- In general, p-norm regularization is $R({m w}) = ||{m w}||_p = \left(\sum_{j=1}^d |w_j|^p\right)^{\frac{p}{p}}$

Effect of Regularization

• contour plots for d = 2



- Minimum where loss contours tangent to regularizer's
- For the lasso case, minima occur at "corners"
- Consequently one of the weights is zero
- In high dimensions many weights can be zero

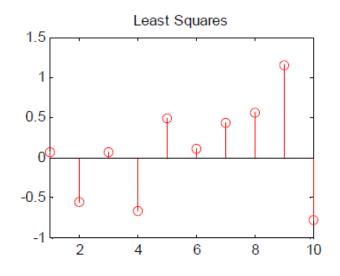
Comparison of learnt weight vectors

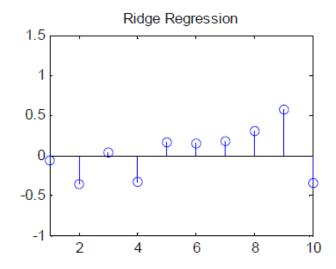
Linear regression

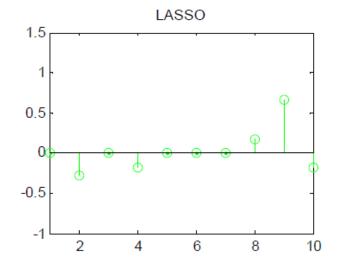
$$N = 100$$

$$d = 10$$

$$y = w \cdot x$$







lambda = 1

Lasso: number of non-zero coefficients = 5

Other regularizers

$$\sum_{i=1}^{N} (y_i - f(x_i, \mathbf{w}))^2 + \lambda \sum_{j=1}^{d} |w_j|^q$$

- For $q \ge 1$, the cost function is convex and has a unique minimum. The solution can be obtained by quadratic optimization.
- ullet For q<1, the problem is not convex, and obtaining the global minimum is more difficult

Summary: Linear Regression

- Probabilistic Model: $y = \mathcal{N}\left(f(\boldsymbol{x}_i, \boldsymbol{w}), \sigma^2\right)$
- Parameters w

$$\mathcal{L}(y, f(\boldsymbol{x}, \boldsymbol{w})) = \sum_{i=1}^{N} \ell(f(\mathbf{x}_i, \boldsymbol{w}), y_i) + \lambda R(\boldsymbol{w})$$

$$\widehat{y}_i = f(\boldsymbol{x}_i, \boldsymbol{w}) = \boldsymbol{w}^{\top} \boldsymbol{x}_i$$

$$\widehat{y}_i = f(\boldsymbol{x}_i, \boldsymbol{w}) = w^0 x_i^0 + w^1 x_i^1 + w^2 x_i^2 + \cdots$$

 $x_i^j : j^{th}$ element of the i^{th} sample vector \boldsymbol{x}_i Usually, $x_i^0 = 1$

Squared loss

$$\ell(f(\mathbf{x}_i, \boldsymbol{w}), y_i) = (y_i - f(\mathbf{x}_i, \boldsymbol{w}))^2$$

Summary: Linear Regression

- ullet Probabilistic Model: $oldsymbol{y} = \mathcal{N}\left(f(oldsymbol{x}_i, oldsymbol{W}) oldsymbol{\sum}
 ight)^{\mathsf{covariance}}$
- Parameters W

$$\mathcal{L}(\boldsymbol{y}, f(\boldsymbol{x}, \boldsymbol{W})) = \sum_{i=1}^{N} \ell(f(\mathbf{x}_i, \boldsymbol{W}), \boldsymbol{y}_i) + \lambda R(\boldsymbol{W})$$
 $\widehat{\boldsymbol{y}}_i = f(\boldsymbol{x}_i, \boldsymbol{W}) = \boldsymbol{W} \boldsymbol{x}_i$

Squared loss

$$|\ell(f(\mathbf{x}_i, \boldsymbol{W}), \boldsymbol{y}_i)| = ||\boldsymbol{y}_i - f(\mathbf{x}_i, \boldsymbol{W})||^2$$

Logistic Regression

Logistic Regression

- Basic Idea:
 - Logistic regression is the type of regression we use for a binary (or discrete) response variable (Y \in {0,1})
 - Linear regression is the type of regression we use for a continuous, normally distributed response (Y \in R^m) variable
- Use a function to map real numbers to {0,1}
 - Thresholding
 - Some form of 'squishing' operation

Probabilistic Models

- Instead of modelling y_i as a Gaussian r.v. (as in Linear Regression),
 - model y_i as a Bernoulli random variable.
 - or more generally, as a binomial random variable.

Bernoulli and Binomial Distributions

Bernoulli – one trial for a binary experiment

$$Pr(y|x;p) = \begin{cases} p, & y = 1\\ 1 - p, & y = 0 \end{cases}$$
$$= p^{y} (1 - p)^{(1-y)}$$

- Binomial n trials of the same binary experiments
 - Bernoulli is a special case of Binomial with n=1

$$Pr(Y=y|x;n,p) = \binom{n}{y} p^y \left(1-p\right)^{n-y} \quad \ \ \frac{\text{Why model like this?}}{\text{when x_i are discrete/mixed/grouped}}$$

- Example: x = age group of a person; y = voted/not voted
 - many individuals may get mapped to the same x

Why can't we use Linear Regression to model binary responses?

- The response (Y) is NOT normally distributed
- Recall that Linear Regression assumes a Normal distribution with fixed variance

- The variability of Y is NOT constant
 - Variance of Y depends on the expected value of Y
 - For a Y~Binomial(n,p) we have Var(Y)=np(1-p) which depends on the expected response, E(Y)=np
- The model must produce predicted/fitted probabilities that are between 0 and 1
 - Linear regression produce fitted responses that vary from -∞ to ∞

Linear vs. Logistic Regression

• Linear Regression models try to predict the mean of y, i.e., f(x;w)

- Logistic Regression models try to predict 'p', the probability of a trial resulting in a success (Y=1)
 - p ∈ [0,1] (better than {0,1})
 - What if we try to model some invertible function of p?
- What function of 'p' should we model?

Probability and Odds of an Event

odds(Y=1)
$$= \frac{P(Y=1)}{P(Y=0)} = \frac{P(Y=1)}{1 - P(Y=1)}$$
$$= \frac{p}{1 - p}$$

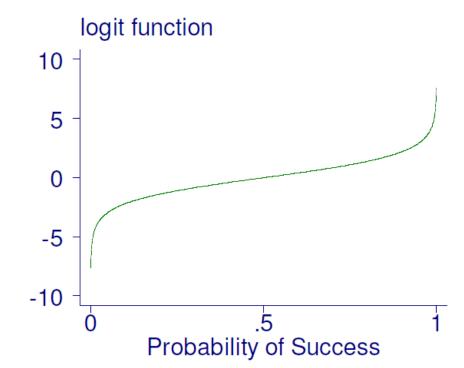
 We can go back and forth between odds and probabilities:

$$Odds = \frac{p}{1-p}$$

$$p = odds/(odds+1)$$

Logit Function (or log(odds))

- Why log(odds)?
 - Odds map 'p' from [0,1] to [0,∞]
 - Linear Regression predicts in the range $[-\infty, +\infty]$
 - log(odds) maps odds from $[0,\infty]$ to $[-\infty, +\infty]$
 - So we can use linear regression to predict log(odds)



sppo-bol

Logistic Regression

• Same as Linear Regression on 'log(odds)'

$$\log(\text{odds}) = w_0 + w^1 x^1 + w^2 x^2 + \dots + w^d x^d = \boldsymbol{w}^\top \boldsymbol{x}$$

$$\log(\text{odds}) = w_0 + w^1 x^1 + w^2 x^2 + \dots + w^d x^d = \boldsymbol{w}^\top \boldsymbol{x}$$

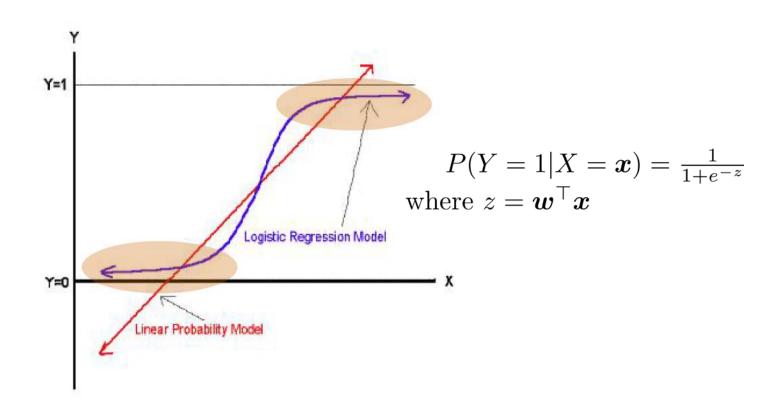
$$\left(\frac{p}{1-p}\right) = \exp\left(\boldsymbol{w}^\top \boldsymbol{x}\right)$$

$$= e^z$$

Recovering 'p=Pr(Y=1)'

$$p = \frac{\exp\left(\boldsymbol{w}^{\top}\boldsymbol{x}\right)}{1 + \exp\left(\boldsymbol{w}^{\top}\boldsymbol{x}\right)} = \frac{e^{z}}{1 + e^{z}} = \boxed{\frac{1}{1 + e^{-z}}}$$
Sigmoid function $\sigma(z) : \mathbb{R} \Rightarrow [0, 1]$
$$1 - p = \frac{1}{1 + \exp\left(\boldsymbol{w}^{\top}\boldsymbol{x}\right)} = \frac{1}{1 + e^{z}} = \frac{e^{-z}}{1 + e^{-z}}$$

Logistic regression vs. Linear regression



Log Likelihood

$$Pr(y|x;p) = \begin{cases} p, & y = 1\\ 1 - p, & y = 0 \end{cases}$$
$$= p^{y}(1 - p)^{(1-y)}$$
$$\ell(\boldsymbol{w}) = \sum_{i=1}^{N} y_{i} \log p(\boldsymbol{x}_{i}; \boldsymbol{w}) + (1 - y_{i}) \log (1 - p(\boldsymbol{x}_{i}; \boldsymbol{w}))$$
$$= \sum_{i=1}^{N} y_{i} \log \frac{p(\boldsymbol{x}_{i}; \boldsymbol{w})}{1 - p(\boldsymbol{x}_{i}; \boldsymbol{w})} + \log \left(\frac{1}{1 + \exp(\boldsymbol{w}^{\top} \boldsymbol{x}_{i})}\right)$$
$$= \sum_{i=1}^{N} y_{i} \boldsymbol{w}^{\top} \boldsymbol{x}_{i} - \log(1 + \exp(\boldsymbol{w}^{\top} \boldsymbol{x}_{i}))$$

Maximum Likelihood Estimation

$$\frac{\partial}{\partial w^j} \ell(\boldsymbol{w}) = \frac{\partial}{\partial w^j} \left(\sum_{i=1}^N y_i \boldsymbol{w}^\top \boldsymbol{x}_i - \log(1 + \exp(\boldsymbol{w}^\top \boldsymbol{x})) \right)$$
$$= \sum_{i=1}^N x_i^j (y_i - p(\boldsymbol{x}_i; \boldsymbol{w}))$$

Prediction error in probability

Gradient ascent

$$w^{j}(t+1) = w^{j}(t) + \eta \sum_{i=1}^{N} x_{i}^{j} (y_{i} - p(\boldsymbol{x}_{i}; \boldsymbol{w}))$$

- Iteratively updating the weights in this fashion increases likelihood each round.
- We eventually reach the maximum
- We are near the maximum when changes in the weights are small.
- Thus, we can stop when the sum of the absolute values of the weight differences is less than some small number.

Summary

 Logistic regression gives us a framework in which to model binary outcomes

 Uses the structure of linear models, with outcomes (log(odds)) modelled as a function of input variables

- Many concepts carry over from linear regression
 - logistic regression
 - Kernelization (using non-linear functions of input variables)